



Capability

Garden Design in the 18th Century

40 years of hard work in 40 minutes

Capability Brown was one of the greatest garden designers of the 18th Century. He imagined a pastoral landscape to be viewed from carriages driven through the estates, or from follies built on hills, and redirected streams, dug lakes and moved trees to create the most beautiful vistas.

In Capability, players have commissioned Capability Brown to

create one of his greatest gardens. Yet with different roles around the estate each player has particular preferences, for how the landscape should be created and where each feature should be placed. The first player to see their preferences realised across the estate wins the game.

Setup

Shuffle the garden cards and place them in 6 approximately equal stacks to the side of the play area. Players can choose from any stack. If any stack is empty then immediately divide the tallest stack

to create a new stack.

Place the pieces (stone blocks, trees and sheep) to the side, within reach of each player.

Separate the Perspective Cards into 4 piles (sheep, views, carriages, trees).

Each player takes one of each type of Perspectives, so they should each have 4 cards.

Gameplay

The player who most recently visited a Capability Brown garden takes the first turn.

On Your Turn

Take an estate card from any stack

and place the card in the estate.

- The card must overlap another card in the estate.
- There can be no more than 2 bodies of water across the estate. A card cannot be placed in a way that would create a third body of water.

Collect and place Resources

- If the card that has been placed touches or overlaps any resource symbol on another card the player immediately takes those resources.
- **Trees** — immediately place each tree taken anywhere on any card in the estate. *Capability Brown frequently relocated trees from where they were growing to where he wanted to see them..*

Place the resources to the side within reach of the players

Place the estate cards in 6 stacks

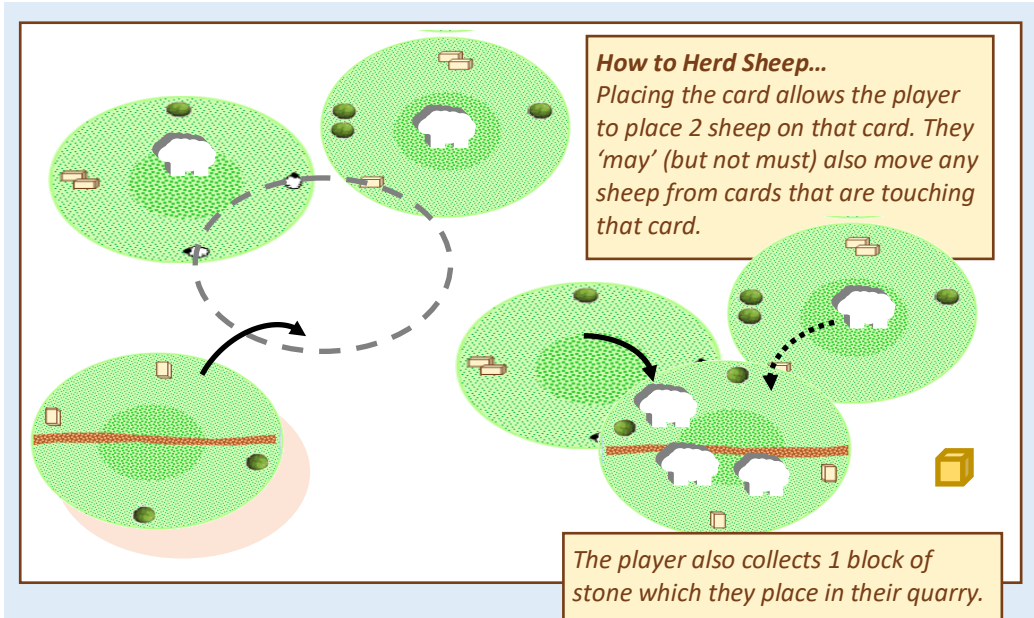
Each player starts with 4 Perspective Cards and a Quarry to store their stone.



How to Herd Sheep...

Placing the card allows the player to place 2 sheep on that card. They 'may' (but not must) also move any sheep from cards that are touching that card.

The player also collects 1 block of stone which they place in their quarry.



- **Stone** — take one stone block for each stone overlapped, and place it in their quarry.
- **Herd Sheep** — immediately place sheep on the new card placed. Players may also herd any sheep from a card that is overlapped to the new card.
- **Bonus Resource** for connecting roads. If a road on the card connects to a road in the estate then the player may place one additional resource of their choice.

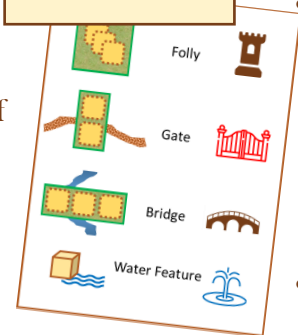
In addition, players may...

Build Structures

Take stone blocks from their quarry to build structures in the estate.

- **Folly** — 2 cubes stacked on top of each other represent a folly. A folly can be placed anywhere on the estate.
- **Gate** — 2 cubes placed on any road become a gate.
- **Bridge** — 3 cubes placed across water create a bridge
- **Water Feature** — a single cube placed

The players quarry is where they collect stone to build structures.

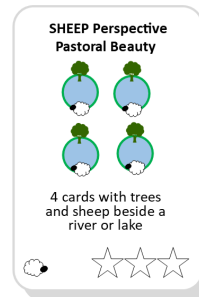


in water
creates a water
feature.

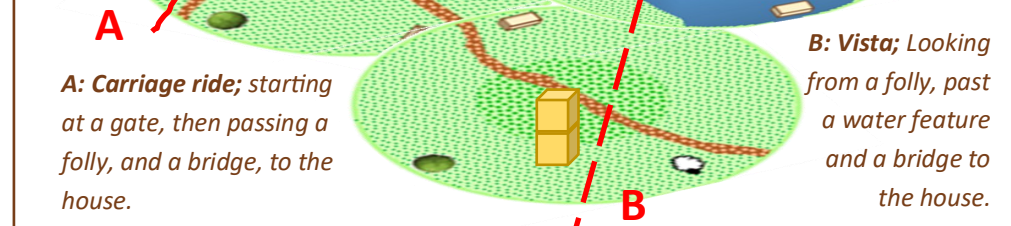
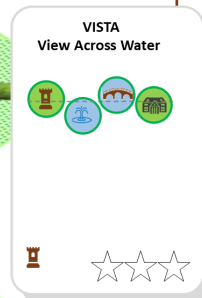
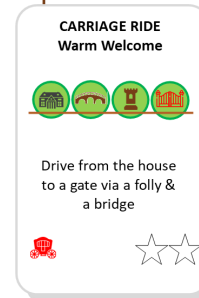
Show a Perspective

Players may also show 1 perspective on their turn.

- Reveal a Perspective Card to show that the estate has been created to their preference.
- The 4 types of Perspective cards depend on different characteristics in the estate.
- **Trees** — show that trees are placed around the estate according to the perspective card.
- **Sheep** — sheep cards will require a specific number of sheep to appear on a specific number of cards.
- **Carriage Ride** — to complete a carriage ride perspective it must be possible to trace a continuous road past the features shown on the card, **in the order that they appear on the card.** The road must pass



2 Types of Preferences...
Carriage rides and Vistas both depend on the arrangement of a series of cards.



through a Gate or a Bridge.

Other structures (e.g. trees, follies and water features) must appear on a card that the road crosses.

- **Vista** — these represent beautiful views that have been created across the estate.
- It must be possible to draw an imaginary straight line, across 3 or 4 cards which show the features in the Perspective Card.
- The features must appear on separate cards, and they must appear in the order shown on the card.

When a player shows a perspective they place the card face up in front of them. They may then take another perspective card of a different type. A player may not complete more than one perspective of each type.

End of the Game

The game ends when one player completes 4 different Perspective Cards (1 of each type). Each other player has a final turn.

The player whose completed perspectives give the most reputation, is the winner.